```
#include<stdio.h>
void swap (int *a , int *b)
{
    int temp = *a;
    *a = *b;
    *b = temp;
int main()
    int a[20],d[20],b[20],w[20],tat[20],p[20];
    int n,temp,temp1,temp2;
    printf("Enter the no. of processes : ");
    scanf("%d",&n);
    int i,j;
    for(i = 0;i<n;i++)</pre>
    {
        printf("Enter arr time for p[%d] : ",i+1);
        scanf("%d",&a[i]);
        printf("Enter burst time for p[%d] : ",i+1);
        scanf("%d",&b[i]);
        p[i] = i+1;
    }
    /*for(i = 0; i < n; i++)
        for(j=i+1; j<n; j++)
            if(a[i]>a[j])
                 swap(&a[i],&a[j]);
                 swap(&b[i],&b[j]);
                 swap(&p[i],&p[j]);
    } * /
    for (i=1;i<=n-1;i++)</pre>
        {
            temp=p[i];
        temp1=a[i];
        temp2=b[i];
            j=i−1;
            while((temp1<a[j])&&(j>=0))
                 p[j+1]=p[j];
                                  //moves element forward
        a[j+1]=a[j];
        b[j+1]=b[j];
                 j=j-1;
         }
        p[j+1]=temp;
                         //insert element in proper place
    a[j+1]=temp1;
    b[j+1]=temp2;
    }
    for(i = 0;i<n;i++)</pre>
        d[i] = 0;
        for (j=0; j<i; j++)</pre>
            d[i] += b[j];
        w[i] = d[i]-a[i];
        tat[i] = w[i] + b[i];
    }
    float sum=0, sum1=0;
    printf("process\t\tarrival\t\turn around time\t\twait\n");
    for(i = 0; i<n;i++)</pre>
    {
        printf("p[%d]\t\t%d\t\t\d\n",p[i],a[i],tat[i],w[i]);
        sum += w[i];
        sum1 += tat[i];
```

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}
printf("\nAWT%f",sum/n);
printf("\nATAT%f",sum1/n);
```